L Number	Hits	Search Text	DB	Time stamp
1	3234	html	USPAT	2001/10/31 16:21
2	90	(texture or texel$) and html	USPAT	2001/10/31 16:20
3	86	(render$5 or display$5 or output$6) and ((texture or texel$) and html)	USPAT	2001/10/31 16:13
4	23	("345/586").CCLS.	USPAT	2001/10/31 16:14
5	220	("345/582").CCLS.	USPAT	2001/10/31 16:16
6	49	("345/760").CCLS.	USPAT	2001/10/31 16:16
7	150	("345/716").CCLS.	USPAT	2001/10/31 16:16
8	440	(("345/586").CCLS.) or (("345/582").CCLS.) or (("345/760").CCLS.) or (("345/716").CCLS.)	USPAT	2001/10/31 16:16
9	2	((("345/586").CCLS.) or (("345/582").CCLS.) or (("345/760").CCLS.) or (("345/716").CCLS.)) and ((render$5 or display$5 or output$6) and ((texture or texel$) and html))	USPAT	2001/10/31 16:17
10	8	(texture or texel$) same html	USPAT	2001/10/31 16:21
11	0	((texture or texel$) same html) and ((("345/586").CCLS.) or (("345/582").CCLS.) or (("345/760").CCLS.) or (("345/716").CCLS.))	USPAT	2001/10/31 16:20
12	2439	html	US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2001/10/31 16:21
13	0	(texture or texel$) same html	US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2001/10/31 16:23

File View Edit Tools Window Help

- Drafts
  - BR8: (math
  - Pending
- Active
  - L1: (447) procedur$5 near5 texture$
  - L2: (378) texture$ near5 (math$7 or express$5 or function$4 or equation$ or cos$4 or sin$5)
  - L3: (0) 1 and 2
  - L4: (105) 1 and (web or network or vrml)
  - L5: (93) 4 and (cos$5 or sin$6)
  - L6: (31) 4 and ((cos$5 or sin$6) same texture$)
- Failed
- Saved
  - (6375) tex$5 near5 (math$7 or express$5 or function$4)
  - (584) (tex$5 near5 (math$7 or express$5 or function$4)) same (file$)
  - (7) ((tex$5 near5 (math$7 or express$5 or function$4)) same (file$)) and vrml
  - (6395) tex$5 near5 (math$7 or express$5 or function$4)
  - (587) (tex$5 near5 (math$7 or express$5 or function$4)) same (file$)
  - (7) ((tex$5 near5 (math$7 or express$5 or function$4)) same (file$)) and vrml
  - (0) (((texel$ or texture$) near5 (math$7 or express$5 or function$4)) same (file$)) and vrml
  - (83) (texel$ or texture$) and vrml
  - (1230) (texel$ or texture$) near7 (math$7 or function$ or expression$)
  - (83) ((texel$ or texture$) and vrml) and ((texel$ or texture$) and vrml)
  - (3) ((texel$ or texture$) and vrml) and ((texel$ or texture$) near7 (math$7 or function$ or ex...
  - (106) texture$ near5 (math$7 or express$5 or function$4 or equation$ or cos$4 or sin$5)
  - (2) (texture$ near5 (math$7 or express$5 or function$4 or equation$ or cos$4 or sin$5)) and (netw...
  - (4) (texture$ near5 (math$7 or express$5 or function$4 or equation$ or cos$4 or sin$5)) and (netw...
  - (378) texture$ near5 (math$7 or express$5 or function$4 or equation$ or cos$4 or sin$5)
  - (0) (texture$ near5 (math$7 or express$5 or function$4 or equation$ or cos$4 or sin$5)) and (netw...
  - (0) pars$4 and (texture$ near5 (math$7 or express$5 or function$4 or equation$ or cos$4 or sin$5))
  - (11) merg$5 same texture$

	U	I	Document ID	Issue Date	Pages	Title	Current OR	Current XRef	Retrieval C	Inventor	S	C	D		3		
1	☐	☐	US 6232979 B1	20010515	11	Method, system, and computer program product for fast	345/430	345/153		Shochet, Ofer	☑	☐	☐	☐	☐		☐
2	☐	☐	US 6204856 B1	20010320	13	Attribute interpolation in 3D graphics	345/429	345/419		Wood, Karl J. , et al.	☑	☐	☐	☐	☐		☐
3	☐	☐	US 6201546 B1	20010313	35	Systems and methods for generating three	345/430	345/420 ; 345/427		Bodor, Robert , et al.	☑	☐	☐	☐	☐		☐
4	☐	☐	US 6192150 B1	20010220	11	Invariant texture matching method for image retrieval	382/190	382/181 ; 382/191		Leow, Wee Kheng , et al.	☑	☐	☐	☐	☐		☐
5	☐	☐	US 6177945 B1	20010123	14	Advanced graphics controls	345/473	345/348 ; 345/349		Pleyer, Sven	☑	☐	☐	☐	☐		☐
6	☐	☐	US 6111582 A	20000829	143	System and method of image generation and encoding	345/421	345/422 ; 345/427		Jenkins, Barry L.	☑	☐	☐	☐	☐	☐	☐
7	☐	☐	US 6097397 A	20000801	12	Anisotropic texture mapping using silhouette/footprint	345/430	345/433		Lee, Harry Charles	☑	☐	☐	☐	☐	☐	☐
8	☐	☐	US 6057847 A	20000502	136	System and method of image generation and encoding	345/422			Jenkins, Barry	☑	☐	☐	☐	☐	☐	☐
9	☐	☐	US 6037948 A	20000314	29	Method, system, and computer program product for updating	345/430			Liepa, Peter E.	☑	☐	☐	☐	☐	☐	☐
10	☐	☐	US 5977983 A	19991102	22	Method and apparatus for adjusting graphics	345/430			Einkauf, Mark Alan , et al.	☑	☐	☐	☐	☐	☐	☐
11	☐	☐	US 5956043 A	19990921	20	Textured tile rotation system and method	345/430	345/437 ; 345/439		Jensen, Del	☑	☐	☐	☐	☐	☐	☐
12			US 5949907 A	19990907	16	Window texture extraction	382/205	382/168		Raz, Ryan S.							

Drafts
Pending
Active
  L1: (106) texture$ near5 (math$7 or express$5 or function$4 or equation$ or cos$4 or sin$5)
  L2: (2) 1 and (network$ or internet$ or vrml)
  L3: (4) 1 and (network$ or internet$ or vrml or web)
  L4: (378) texture$ near5 (math$7 or express$5 or function$4 or equation$ or cos$4 or sin$5)
  L5: (0) 4 and (network$ or internet$ or vrml or web)
  L6: (0) pars$4 and 4
  L7: (11) merg$5 same texture$
  L8: (41) texture$ same (tim$4) same audio
  L9: (2959) texture$ near20 (sin$5 or cos$5 or merg$5)
  L10: (3) 8 and 9
Failed
Saved
  (6375) tex$5 near5 (math$7 or express$5 or function$4)
  (584) (tex$5 near5 (math$7 or express$5 or function$4)) same (file$)
  (7) ((tex$5 near5 (math$7 or express$5 or function$4)) same (file$)) and vrml
  (6395) tex$5 near5 (math$7 or express$5 or function$4)
  (587) (tex$5 near5 (math$7 or express$5 or function$4)) same (file$)
  (7) ((tex$5 near5 (math$7 or express$5 or function$4)) same (file$)) and vrml
  (0) (((texel$ or texture$) near5 (math$7 or express$5 or function$4)) same (file$)) and vrml
  (83) (texel$ or texture$) and vrml
  (1230) (texel$ or texture$) near7 (math$7 or function$ or expression$)
  (83) ((texel$ or texture$) and vrml) and ((texel$ or texture$) and vrml)
  (3) ((texel$ or texture$) and vrml) and ((texel$ or texture$) near7 (math$7 or function$ or ex...
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8 and 9

U	I	Document ID	Issue Date	Pages	Title	Current OR	Current XRef	Retrieval C	Inventor	S	C	P		3		
1			US 6243713 B1	20010605	41	Multimedia document retrieval by application of		704/231 ; 704/235		Nelson, Paul E. et al.	☑						
2			US 6239810 B1	20010529	131	High performance low cost video game system with		345/522		Van Hook, Timothy J. et al.	☑						
3			US 6166748 A	20001226	140	Interface for a high performance low cost video	345/522			Van Hook, Timothy J. et al.	☑						